



**Playing
Rules
2023-2024**

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SECTION 1

General

1.1 General

- A) School District: All players within the PIHL shall, simultaneously, reside within two "school districts"; a "public" and a "private" school district. PIHL rules cover both districts.
 - a. A "public" school district shall be defined by the local taxing governing body, which holds legal jurisdiction to that school. This type of school district maintains established physical boundaries. In districts with more than one high school, the "district" shall be limited to the geographic area from which each high school draws its students as determined by the Board of Education having jurisdiction over that school.
 - b. Public schools shall also include Magnets, Charters, Cyber, Cyber/Charters, Vocational-Technical, and Home Schools where the diploma received by students comes from their school of residence.
 - c. A "private" school district has no set or established physical boundaries and refers to all private and parochial educational facilities.
- B) Season: The PIHL season shall begin at the start of the first PIHL game, regardless of which level starts first. For active members, their season shall end when their team has participated in their last game on the PIHL schedule. This could be the last regular season game, a tournament game, playoff game or a championship game.
- C) Members are individuals who are on a current PIHL roster with a PIHL association in good standing. Members are considered to be active during the current PIHL season as defined in section 1.1.B above.
- D) Divisions
 - a. *Division I* – Shall consist of Varsity teams having players from only one school/district. They are classified by their school's PIAA male enrollment numbers (A-AA-AAA) with players that are all residents, or pay tuition, and attend the school they represent. Division I teams are pure teams.
 - b. *Division II* – Shall consist of co-op teams at all levels. Co-op teams are those that have combined schools/districts playing for one association/team at any level (Varsity, Junior Varsity and/or Middle School/Bantam) The only pure teams permitted to play in Division II shall be second varsity teams from the same association. Division II varsity teams are not classified by PIAA male enrollment numbers.

SECTION 2

PLAYER ELIGIBILITY

RULE 2.1 – Eligibility Enforcement

- A) Enforcement:** Player eligibility shall be determined in accordance with these rules by the League Rules Interpreter and enforced by the League Executive Committee. Individual situations not covered under these playing rules shall be forwarded to the League Rule Interpreter, who shall investigate the circumstances of the student and submit a recommendation for Executive Committee action. Any eligibility issues not received more than 21 days prior to the first game of the PIHL regular season shall not be guaranteed to be approved to begin the season.
- B) Disciplinary Action:** Any Association that permits an ineligible player to participate in a league game, shall forfeit that game.

Exception 1) Upon investigation by the Rules Interpreter, if the non-compliance is found to be a result of a failure to submit the proper eligibility documentation, as required within Player Eligibility of these playing rules, of an otherwise eligible player, no forfeits shall be administered. The violation shall result in a fine of \$100 per player for each game he/she participated in prior to a completed ruling from the League Rules Interpreter. The Financial Cap and Financial Relief for Forfeits may be applied, with no forfeiture(s).

Exception 2) If a team has submitted the proper documentation but allowed a player to participate in a league game prior to receiving written approval from the Rules Interpreter, this shall result in a forfeit.

- C) Eligibility Appeals:** The process of appeal to all decisions regarding player eligibility shall be in accordance with the appeal process outlined in Rule Governance.

RULE 2.2 – Grade Levels 6 thru 8

- A) Residency:** Players shall be residents of the member school district or a tuition paying student unless he/she is participating on a co-op team in

Division II of the PIHL. Refer to Section 4 of these rules for Division II requirements.

- 1) All players who attend a public school, as a tuition paying student shall submit documentation as deemed necessary by the League Rule Interpreter. The student shall not participate within the PIHL until approval has been received from the league each season.
- 2) A tuition paying student shall be defined as a student that resides with his/her parent(s) or legal guardian(s), as described in this glossary under “resident”, but is paying tuition to attend a school which is not their public school district of residence. This term shall not apply to private school students. It applies to a student paying tuition to attend a school where paying tuition is not standard policy, such as a public school that is outside of their residential boundaries.
- 3) A child shall be considered a resident of the school district in which his/her parent(s) or guardian(s) reside. In the case of separated parents, the residence is defined as where the custodial parent maintains a residence and the school district he/she attends if applicable (9-12 grade). The League defines parent as natural, adoptive or foster and defines guardian as a legal guardian appointed by order of a court of competent jurisdiction. This shall not include a voluntary affidavit executed between a parent and a perspective guardian.

B) Participation Restriction: Players shall participate with only one association governed by these rules.

RULE 2.3 – Grade Levels 9 thru 12

A) Residency: Players shall be residents of the member school district or a tuition paying student unless he/she is participating on a co-op team in Division II of the PIHL. Refer to Team Eligibility of these rules for Division II requirements.

- 1) All players who attend a public high school, as a tuition-paying student shall submit documentation as deemed necessary by the League Rule Interpreter. The student shall not participate within the PIHL until approval has been received from the league each season.
- 2) No player may accept tuition assistance or financial aid unless such assistance or aid is available to all students attending that high school or a specific class of students, based upon specific qualifying standards established by the school.
- 3) A tuition paying student shall be defined as a student that

resides with his/her parent(s) or legal guardian(s), as described in this glossary under “resident”, but is paying tuition to attend a school which is not their public school district of residence. This term shall not apply to private school students. It applies to a student paying tuition to attend a school where paying tuition is not standard policy, such as a public school that is outside of their residential boundaries.

- 4) A child shall be considered a resident of the school district in which his/her parent(s) or guardian(s) reside. In the case of separated parents, the residence is defined as where the custodial parent maintains a residence and the school district he/she attends if applicable (9-12 grade). The League defines parent as natural, adoptive or foster and defines guardian as a legal guardian appointed by order of a court of competent jurisdiction. This shall not include a voluntary affidavit executed between a parent and a prospective guardian.

- B) Participation Restriction:** Players shall participate for the association that represents the high school which the player is physically attending, unless he/she is participating on a co-op team in Division II of the PIHL or he/she is enrolled in a high school program considered to be a Vocational-Technical, Magnet, Charter, Cyber, or Home School, as provided for within these rules. Any other special case situations, not addressed in these rules, shall be submitted in writing to the League Rules Interpreter to ensure no conflict with these playing rules exists. When a conflict does exist, these playing rules always supersede.

RULE 2.4 – Vocational-Technical, Magnet, & Charter Schools

- A) Eligibility:** A student attending a Vocational-Technical, Magnet or Charter School that has no hockey program, may play for their home-based school. If the Vocational-Technical, Magnet or Charter School has a hockey program then he/she must play for the school that the player physically attends.
- B) Approval:** In either case, documentation shall be submitted, in writing, to the League Rules Interpreter to ensure no conflict with these playing rules exists. When a conflict does exist, these playing rules always supersede. A letter from the student’s school district, on school letterhead from either the principal or athletic director, shall be submitted confirming his/her attendance at the vocational-technical, magnet or charter school and stating what school is considered his “home-based” school. The student shall not participate within the PIHL until approval has been received from the league each season.

RULE 2.5 – Cyber and Home Schools

- A) Eligibility:** A student enrolled in a cyber-school, cyber charter school, home-school program, or privately-tutored is governed by his/her individual public-school district athletic rules and regulations. Students participating in any of these types of schooling may be considered eligible for interscholastic hockey only if they are declared eligible to participate in interscholastic sports by the public-school district in which the student resides.
- B) Approval:** Such cases shall be submitted, in writing, to the League Rule Interpreter to ensure no conflict with these playing rules exists. When a conflict does exist, these playing rules always supersede. A letter from the student's public-school district of residence, shall be submitted confirming his/her participation in one of these approved programs and their eligibility to participate in interscholastic sports, on school letterhead from either the principal or athletic director. Additional documentation can be requested as the League may require. The student shall not participate within the PIHL until approval has been received from the league each season.

RULE 2.6 – Academic Requirements

- A) Semester Attendance:** Semester eligibility begins when the student enters ninth grade for the first time. Fifteen days of enrollment shall constitute a semester. The number of semesters of eligibility is determined by semesters of enrollment and attendance, not by semester of participation in interscholastic ice hockey.
- B) School Athletic Eligibility:** A player is not eligible to play in a league game if he/she is suspended, does not meet academic requirements, attendance requirements, or any other requirement established by the school district represented by their association.

RULE 2.7 – Varsity Eligibility

- A) Grade Requirement:** Player eligibility shall be limited to grade 9 through 12.

RULE 2.8 – Junior Varsity Eligibility

- A) **Grade Requirement:** Player eligibility shall be limited to grade 9 through grade 12. See additional restrictions below for 12th grade students.

- B.) If an association wishes to roster 5 or more 12th graders on a Junior Varsity roster at any point in the season, the association must first gain approval from the Executive Committee.

RULE 2.9 – Middle School/Bantam Eligibility

- A) **14U Requirement:** Students shall fall under USA Hockey's 14U classification.
 - 1) Middle School players shall be permitted to be rostered on another non-scholastic youth team's USA Hockey roster, in accordance with USA Hockey policies.

- B) **PIHL Eligibility:** PIHL eligibility rules shall be limited to grades 6-8 in addition to grade 9 as long as the 9th grader meets the birth year qualification of USA Hockey's 14U classification. All players rostered on Middle School teams must be a 12U major or 14U player, as set forth by USA Hockey guidelines.

SECTION 3

TRANSFER ELIGIBILITY

RULE 3.1 – Transfer Parameters

- A) **Transfer Definition:** A transfer occurs in any situation in which a student enrolls at or attends a school after having previously been enrolled at or attended any other school, without reference to the time interval between their departure from the one school and their enrollment at the other. A student shall not be eligible to play for the receiving district's Association for a period of one (1) calendar year from the date of transfer unless he or she is otherwise eligible under these rules.
- B) **Transfer Relevance:** For player eligibility purpose, the transfer rules in this Section shall only apply to 9th through 12 grade students and all grade levels for foreign students.
- C) **Eligibility:** An eligible student transferring within a school district is eligible immediately when he/she is transferred by executive action for other than disciplinary reasons. In all cases of transfer within a school district, the transfer student shall submit an "Athletic Transfer Form" to the League Rules Interpreter

RULE 3.2 – Transfer Documentation

- A) **Athletic Transfer Form:** For all transfers, the Association receiving a transfer player shall submit a completed "Athletic Transfer Form" to the League Rules Interpreter. **This shall include all players entering the 9th grade who are changing school districts as well as all players currently in 9th through the 12th grades.** The player shall be considered ineligible to participate within a PIHL game until the Athletic Transfer Form is received and the approval process is completed. At that time, the transferred player becomes a permanent member of the receiving association. The Association shall then complete the proper registration procedure in accordance with PIHL and USA Hockey rules before the player may participate.

RULE 3.3 – School District Transfer

- A) Approval Process:** A student transferring from one school district to another shall be eligible upon completion and approval by the League Rules Interpreter of the proper transfer form when one of the following seven exceptions applies. If any transfer is found to involve athletic intent, the player shall be ineligible for a period of one year from the date of the transfer, even if one of the exceptions applies.
- 1)** Both the student and their parents, or either parent, change their legal residency to within the district to which they transfer. The new residence shall be the same for the student and his/her parent(s). The term parent shall include both natural and adoptive parents. If an adoption proceeding is pending, the student will be eligible when such eligibility is approved by the League Executive Committee.
 - 2)** A legal guardian has been appointed by order of a court of competent jurisdiction and a student moves and resides with such guardian within the school district. If the appointment of a legal guardian is pending, the student will be eligible when such eligibility is approved by the League Executive Committee.
 - 3)** The student moves and resides with foster parents, within the school district, with the approval of the local child welfare organization.
 - 4)** The school the student attended is abolished and the School Board having jurisdiction over that school has not designated another school or schools in that district to which the abolished school's students are to be transferred.
 - 5)** They are enrolled at, and reside on the campus of, a boarding school. Note: This relates only to transfers. Students who are court-placed or handicap-placed must still meet the applicable requirements.
 - 6)** The student returns to the residence of his/her parents or legal guardian after having completed a period as a rostered member of an out-of-state or other non-PIHL team. The player shall be rostered at the highest level at which the player is eligible to participate.
 - 7)** This is a first-time transfer for the student provided all other eligibility rules are met.
- B) Multiple Transfers:** A player may not participate with more than two interscholastic hockey teams while in grades 9 through 12. Any player who has participated with two teams shall be ineligible for a period of 12 months from the time of the last game played before participating with a

third team. For the purposes of this rule, participation with a team must be continuous in order to count as a single team.

- C) **Proof of Residency:** At the request of the Rules Interpreter, two forms of documentation shall be submitted to prove player residency. The Rules Interpreter may, after receipt and review of the proof of residency, ask for additional documents.

RULE 3.4 – New School District

- A) **Representation Choice:** A student, who would be eligible upon transfer to a new public-school district under School District Transfer is eligible for the association representing the new public-school district or any school the student chooses to attend and pay tuition. Proof of tuition payment must be submitted to the Rules Interpreter. A tuition paying student shall be defined as a student that resides with his/her parent(s) or legal guardian(s), as described in this glossary under “resident”, but is paying tuition to attend a school which is not their public school district of residence. This term shall not apply to private school students. It applies to a student paying tuition to attend a school where paying tuition is not standard policy, such as a public school that is outside of their residential boundaries.

RULE 3.5 – Emancipated Students

- A) **Eligibility:** An emancipated student, whose situation is not otherwise within the terms of this section, shall be eligible in the district to which he/she transfers upon completion and approval of the proper transfer form and any additional documentation as requested by the Rules Interpreter.

RULE 3.6 – Foreign Students

- A) **Definition:** A foreign student is a student who is not a citizen of the United States but legally resides in the U.S. with some form of government-approved documentation and who is in full-time attendance at a member school within the PIHL. He/she shall have an appropriate visa, permanent resident card, or is a citizen of Canada.

- 1) Students from American Samoa, Guam, Puerto Rico, the United States Virgin Islands, and other United States Territories are not foreign exchange students.

- B) **Eligibility Period:** Notwithstanding any other provision of these rules or government regulations, a foreign exchange student, one having a J-1

visa, shall be eligible for a period of one year for the Association representing the school that he/she attends upon meeting the requirements and approval of the League. A student who receives a year of eligibility under this section, shall thereafter be ineligible to participate on any League-governed team.

- 1) **Exception:** A foreign student that is in the United States under any type of government-approved documentation other than a J-1 (not considered an “exchange” student) shall meet all of the requirements above but shall not be limited to one year of eligibility. Upon submission of the forms and documents required and any documents required by USA Hockey, the student may be granted eligibility for up to eight semesters, provided they meet all other eligibility rules. All documentation shall be submitted to the League Rule Interpreter. This approval process shall be completed prior to participation within the PIHL each season.
- C) **Approval:** Upon the determination of the League Rules Interpreter that he/she is a foreign exchange student, the student shall meet the requirements of the league by submitting a “Foreign Student Eligibility Form” with the additional required documentation.
- 1) Foreign students in grades six (6) through eight (8) shall meet the USA Hockey required approval process. This USA Hockey approved documentation shall be kept in the Team Book.

RULE 3.7 Mid-Year Interruption

- A) **Eligibility:** A student who remains in their present school after their parents, legal guardian, or foster parents, as applicable, has changed residence to another school district, shall retain their eligibility until the end of the school year in which such change of residence occurs. The change of residence shall occur after the PIHL team which that student is permanently rostered, completes four officially scheduled league games for this rule to be implemented.

RULE 3.8 – Recruitment/Athletic Intent

- A) **Ineligibility Period:** A student who transfers under these rules based on athletic intent shall be ineligible to play for any PIHL team for a period of one (1) calendar year from the date of transfer.
- B) **Investigation:** The League reserves the right to investigate and refer any transfer to the League Rules Interpreter for appropriate action or

recommendation to the Executive Committee. Proof of recruitment for athletic reasons shall be presented to the League Commissioner. The League Commissioner will follow necessary protocol for convening the League Executive Committee. The League Executive Committee will conduct a hearing, render a decision, and determine appropriate punishments.

- C) **Appeal:** Appeals of the League Executive Committee decision may be made to the membership at the next scheduled general meeting of the Board of Governors. A two-thirds (2/3) vote in favor, of the board of governors, shall be required to overturn the Executive Committee's decision.
- D) **Athletic Intent Indicators:** The following is an illustrative, but not exhaustive, list of situations, which may indicate athletic purpose or recruitment:
- 1) The student, a parent, a guardian, or an adult with whom the student resides, is dissatisfied with the student's position or the amount of playing time, which they received.
 - 2) The student, a parent, a guardian, or an adult with whom the student resides, has a problem with a coach at either a personal or professional level.
 - 3) The student, a parent, a guardian, or an adult with whom the student resides, seeks relief from conflict with the philosophy or action of an administrator or teacher relating to sports.
 - 4) The student, a parent, a guardian, or an adult with whom the student resides, seeks to avoid or nullify the effect of action by the previous school relating to sports eligibility.
 - 5) There is no hockey team at the school from which the student has transferred.
 - 6) The student follows their coach to another school to which the coach has transferred.
 - 7) The student, a parent, a guardian, or an adult with whom the student resides, desires that the student play on a less successful or lower profile team in order to be ranked higher among the players on that team.
 - 8) The student, a parent, a guardian, or an adult with whom the student resides, desire that the student play on a more successful or higher profile team to gain a higher level of competition and/or more exposure to college scouts.
 - 9) The student moves with one parent, one guardian, or one or more siblings, into a rented residence in the new school district, especially where the student and/or the parent, guardian or sibling returns to the family home in the evening and/or on the weekends.
 - 10) The student, a parent, a guardian, or an adult with whom the

student resides, seeks out or is approached by the athletic personnel at the transferee school.

- 11) The student is a billeted player, unless a court-appointed guardianship is in place between the player and the hostfamily. This does not pertain to foreign students who have been approved by USA Hockey. A court-appointed legal guardianship shall be a legal guardian appointed by order of a court of competent jurisdiction. This shall not include a voluntary affidavit executed between a parent and a prospective guardian.

RULE 3.9 – Ineligible Students

- A) **Ineligibility Period:** All students who transfer and are not eligible under provisions set in Transfer Eligibility, shall be ineligible for a period of not less than one (1) calendar year from the date of transfer. Student(s) shall remain subject to eligibility review after this period.
 - 1) A student who transfers during the one-year period of ineligibility shall remain ineligible for the full duration of the original ineligibility period.

SECTION 4

TEAM ELIGIBILITY

RULE 4.1 – Division II Teams

- A) Definition:** Division II shall consist of co-op teams at any level (varsity, junior varsity and/or middle school/bantam). Division II teams shall abide by the PIHL Playing rules, except where noted, with additions found in this section.
- 1) Co-op teams shall have players from multiple districts/schools in accordance with these rules. The sponsoring/host association (association submitting the application for a co-operative team) shall be an approved member association within the Pennsylvania Interscholastic Hockey League, in accordance with the by-laws. All players shall be a resident of one of the school districts that is participating within an approved co-op team. A child shall be considered a resident of the school district in which his/her parent(s) or guardian(s) reside. In the case of separated parents, the residence is defined as where the custodial parent maintains a residence and the school district he/she attends if applicable (9-12 grade). The League defines parent as natural, adoptive or foster and defines guardian as a legal guardian appointed by order of a court of competent jurisdiction. This shall not include a voluntary affidavit executed between a parent and a perspective guardian.
- B) Approval Process:** Teams shall apply for Division II participation through the League Commissioner, to be approved by the Executive Committee, upon recommendation of the Division II Review Board. This approval must be received prior to declaring a team for the upcoming season. New Associations shall receive approval for membership, in accordance with the membership process as stated in the PIHL By-Laws before requesting Division II participation.
- 1) All applications shall be submitted annually for review. *Refer to the PIHL Administrative Policies and Procedures for conditions, criteria, and qualifications for approval.*
- C) Participation Commitment:** Associations participating in Division II shall make a commitment to move to Division I, in accordance with the timeline set in these rules. Minimum time requirement shall be 1 season.

D) Co-Op Team Requirements: The following requirements apply to all Division II teams:

- 1) All players of a school must belong to only one co-op association.
 - a) If one player of a school is part of a co-op team, all other players of that school, that desire to play interscholastic ice hockey, shall belong to the same co-op team. This rule shall apply to 9-12 grades only. If the association representing the school that the student attends registers a pure team, eligible players may participate with the pure team.
 - b) Upon approval by the Executive Committee, the schools joined together in a co-op team shall remain part of this co-op team until one of the following takes place:
 - (i) a school is able to register their own Pure team
 - (ii) the host team releases the co-op school
 - (iii) in the event that the host team refuses to release a co-op school, the Division II Review Board and/or the Executive Committee deems there is just cause for a release
 - c) The league shall require a written release from the host association if they desire to release one or more of their current co-op schools.
- 2) Co-op teams shall use the school name, colors and mascot of the players who make up the largest population group of the team at the time of **the original** application.
 - a) If an equal number of players from different schools make up a Co-op team, the team shall vote on the choice of name, mascot and colors from the schools that make up the Co-op. If a tie in the vote exists then the name of the co-op team shall be from the original applicant of the co-op team.
 - b) If the number of players from a particular school within an approved co-op team changes, shifting which school has the majority, the name, mascot and colors shall remain as approved with the original application for the remainder of the current time period. The time period is determined by the most recent approval, in accordance with only one of the time periods described in Co-Op Team Existence Limitations.
- 3) Co-op teams shall be made up of no more than **a maximum of one host and 5 co-op schools** ~~three contiguous school districts, including the host school,~~ unless approved by the Executive Committee. ~~Non-contiguous schools may not be included unless they receive Executive Committee approval.~~

- 4) There shall be a “no-cut” policy for all co-op teams. If a report is received and verified of any co-op program cutting or discouraging players from any of their co-op schools, this shall be subject to review and discipline by the Executive Committee.
 - 5) An association meeting the minimum requirement of 12 eligible players from their school/school district shall not be permitted to field a co-op team with any other association unless extenuating circumstances, showing a hardship, etc., are approved by the Executive Committee.
 - a) If an association exceeds twelve (12) players from any one school within the co-op, after being approved as a co-op team, there shall be no discipline until they exceed fourteen (14) players from one school. Upon reaching fifteen (15) players from one school, that co-op team shall be required to declare a pure team for the next season if enough returning players are grade eligible.
- E) **Player Movement:** Upward movement of players within Division II is permitted in accordance with these playing rules, provided all other eligibility requirements are met, with any additions found in this section.
- 1) A player on co-op teams may only move up if the school he/she is eligible for, in accordance with Player Eligibility, is also part of that upper team, provided all other eligibility requirements are met.
 - 2) If an association wants to use eligible move-up players from a co-op junior varsity team, they shall not exceed a maximum of six (6) skaters total, from all schools participating in that co-op team, on any single date. There shall be no restrictions placed on the upward movement of eligible goalkeepers. This applies to Varsity move-ups only, does not apply to any other level.
 - 3) All other movement is prohibited.
- F) **End of Season Tournament:** There will be a season-end tournament for the Division II Class varsity teams based the number of teams registered each season. Junior Varsity and Middle School/Bantam co-op teams shall be eligible to participate in any season-end league tournament, if available.

RULE 4.2 – Multiple Teams at Same Level

- A) **Conditions:** Associations, with the approval of the League Executive Committee, may field multiple teams at the same level provided the Association already fields a team at each of the other levels: a Varsity, Junior Varsity and/or Middle School/Bantam team, not including the level with multiple teams.

- 1) Associations unable to comply make seek Special Approval.

B) Approval Process: The Association must file a petition with the Commissioner's Office requesting approval to field a second team at the same level. The petition must be received not less than one week prior to the next, regularly scheduled Executive Committee meeting. The Commissioner shall immediately forward the petition to the League President. Upon receipt of the petition, the President shall place the petition on the Executive Committee meeting agenda for consideration. If the President receives the petition, less than one week prior to the next regularly scheduled Executive Committee meeting, the petition shall be placed on the agenda of the following month's Executive Committee thereafter.

- 1) Associations fielding an approved second team at the same level the previous season do not have to petition again, with the exception of teams that received Special Approval.
- 2) Should an association elect to not register a second team at the same level for one or more seasons, they shall submit a new petition to the League to re-establish a second team.
- 3) Second teams at the same level shall be considered and approved after all associations have had an opportunity to field a team at the middle school/bantam, junior varsity and varsity levels.
- 4) The League Scheduler shall determine the availability of ice time, sufficient to permit the scheduling of a second team at the same level for any association. Associations, who registered an approved second team the preceding season, shall be given first priority for a second team at the same level. Priority shall be established among associations petitioning for second teams based on the order petitions were received by the League Commissioner (first received are first in priority).

C) Special Approval: A PIHL association may submit a request for special approval from the Executive Committee to field two teams at the same level without teams at both of the other levels. If special approval is granted, it shall only apply for one season. The approval process shall consist of:

- 1) Present the reasons and facts to the Executive Committee, at a monthly Executive Committee meeting, and receive a 2/3 vote in favor. Failure to receive a 2/3 vote in favor shall result in the request being denied. The request shall then be presented to the Board of Governors if the Association wishes to continue this process without Executive Committee approval.
- 2) Only if denied by the Executive Committee and the Association desires to continue, they shall present the reasons and facts to

the Board of Governors at a regular monthly meeting and receive a motion for, seconded and a 2/3 vote in favor. There is no appeal process for a denial of the request covered within this playing rule.

- D) Assignment of Players:** Associations shall divide the talent of their two junior varsity or two middle school/bantam teams into an “upper” team of more-talented players and a “lower” team of less-talented players.

SECTION 5

PARTICIPATION

RULE 5.1 – Team Rosters

- A) USA Hockey Registration:** Each association shall register its teams with USA Hockey by completing the required USA Hockey Roster. Team managers, as well as all players, and team officials who participate in on-ice activities shall appear on the USA Hockey roster. Those who appear on the USA Hockey roster shall complete all credential requirements found in the USA Hockey Annual Guide, under District Playoffs in the Rules and Regulations section. All PIHL participants must remain in good standing with USA Hockey.
- B) League Team Registration:** A League Team Roster shall be completed by all teams and submitted to the League.
- 1) No player may participate in a game unless their name appears on a League approved roster for that Association signed by the school district and that team's USA Hockey team roster.
 - 2) All coaches, head and assistants, may not participate in a game unless their name appears on a League approved roster and the USA Hockey roster for that team. Violation of this rule shall result in a one (1) game suspension, for each infraction, to the Head Coach of that respective team, as well as an association fine of \$500 per infraction.
 - 3) No player shall be added to any PIHL roster who first needs eligibility approval from the Rules Interpreter under these rules. This includes, but is not limited to, transfers, cyber students, home-schooled students, vo-tech and magnet school players, and foreign players. Associations shall face a \$100 fine for each player added to a PIHL roster prior to eligibility approval by the League Rules Interpreter, when required.
- C) Roster Limitations:** The following restrictions shall apply to all League Team Rosters:
- 1) There shall be no more than 30 active players permanently on a League team roster at any time.
 - 2) At the start of the season, each League team roster shall list a minimum of 11 players.

- 3) A player shall be listed on only one league roster as a full-time player at any time. Exception: A goalie may be listed on multiple league rosters for teams within the same association provided each team doesn't already have 2 other goalies on each of those rosters. Goalies permitted to dual roster for the season are exempt from the provisions of Rule 4.2 as they are not considered to be "player movement" scenarios within the season.
- D) Registration Deadline:** Proof of compliance with USA Hockey Registration and League Team Registration for each team shall be submitted to the league at a date determined by the league each season.
- 1) Failure to comply with either registration deadline shall result in a fine of \$50.00, per roster not submitted within the established time. Until such roster is submitted, any game(s) played shall become forfeits.
- E) League Roster Changes:** Changes of players and/or team officials, after submission of league roster(s) shall require electronically submitting a typed PIHL Roster Adjustment Form. The change becomes official upon receipt and approval of all necessary roster documentation by the league registration coordinator. The association shall verify receipt prior to allowing player/team official to participate in any game or practice.
- 1) Division II teams shall submit a Division II Roster Adjustment form as outlined above. In addition to the required registration verification, they shall also receive approval from the league review board for any new player additions, prior to allowing the player(s) to participate in a league game.
 - 2) No changes shall be permitted, moving a player down to a lower level roster, once the PIHL season has begun.
 - 3) No roster deletions may be made for any Middle School team after December 31st unless the deletion involves the transfer of a player from one school district or co-op to another.
 - 4) February 15th shall be the last date to permanently roster any Junior Varsity player to the Varsity roster.
 - 5) Roster changes, including all necessary eligibility documents, must be received by Thursday at 7:00am for game play the following week. No player shall participate in a game until all rosters and eligibility documents are approved. This shall include the League and USA Hockey rosters, co-op documentation, transfers and all other special case situations. Changes received after this deadline will be processed for the following week's approval.

- F) Team Book:** A completed team book shall be maintained and present at every league game for each team registered in the PIHL. All required documentation for PIHL and USA Hockey shall be kept in this book. The league registration coordinator, or a designated representative, shall review all team books to ensure each is complete. This review shall be completed prior to the start of the season. Review of a team book by the league shall not indicate certification of the correctness, accuracy of the data included, compliance with PIHL or USA Hockey rules, or player eligibility. Rule compliance is an association responsibility.
- G) Non-Rostered Players:** Any association that permits a non-rostered player to participate in a game shall forfeit all games in which the non-rostered player participated. This shall apply to player omissions on the co-op application roster, co-op add/delete form, USA Hockey Rosters, PIHL rosters, and PIHL add/delete forms. The financial cap and financial relief shall apply, as outlined in Rule 6.4.

RULE 5.2 – Player Movement

- A) Application:** Any player movement shall be covered by “double” rostering said player(s) on all USA Hockey rosters for all teams on which they may participate.
- 1) Violation shall result in a forfeiture of all games in which a non-rostered player participated, per USA Hockey rules. The financial relief shall apply, as outlined in Rule 6.4.
- B) Downward Movement:** No downward movement of players is permitted during the current season. Downward movement shall be defined as a player, who is permanently rostered on a team and participates in a game on a lower-level team. For example, a full time Varsity player participates in a Junior Varsity game or in the case of two teams at the same level, a full time Junior Varsity 1 player participates in a Junior Varsity 2 game or a fulltime Middle School 1 player participates in a Middle School 2 game.
- C) Upward Movement:** Junior Varsity players meeting the eligibility requirements of these playing rules, shall be permitted to participate in games at the next higher-level team. Middle School/Bantam is considered the lowest level, with Junior Varsity next and Varsity the highest level. For player movement purposes, when there are two (2) teams at the same level for middle school/bantam and/or junior varsity, associations shall divide the talent of their two junior varsity or two middle school/bantam teams into an “upper” team of more-talented players and a “lower” team of less-talented players. If an Association fields more than one Junior Varsity team, only those players on JV 1 may move-up to a varsity game.

No player on a JV 2 team is permitted to move-up to a varsity game.

- 1) There shall be a maximum of six (6) skaters permitted to move up per game. There shall be no restrictions placed on the upward movement of eligible goalkeepers. Move-up goalkeepers must play as a goaltender. This applies to Varsity move-ups only, does not apply to any other level.
 - 2) The team shall properly denote all “move-up” players (skaters and goaltenders) participating in a game on the official scoresheet for that game.
 - 3) At the Junior Varsity and Middle School levels, there shall be a maximum of four (4) skaters permitted to move up per game. There shall be no restrictions placed on the upward movement of eligible goalkeepers. Move-ups shall only be from a lower Middle School team to the next higher Middle School team and from a lower Junior Varsity team to the next higher Junior Varsity team. There shall be no upward movement from any Middle School team to a Varsity or Junior Varsity team.
- D) Ninth Grade Restriction:** Bantam-age players, who are ninth grade students, shall not be permitted to move to a Junior Varsity or Varsity team as long as they are rostered on a PIHL Middle School/Bantam team.
- E) Violations:** The following discipline shall be imposed for violation of player movement rules:
- 1) All games in which an ineligible player participated shall be deemed a forfeit. Discipline for forfeited games shall be applied, as defined in Forfeits.
 - 2) The ineligible player shall be suspended for one game from his/her league rostered team.
 - 3) The head coach of the team given the forfeit shall receive a two game suspension.
- F) League Reclassification of Players:** The league maintains the right to reclassify a player to a higher-level team within their association based on their skills and size so as to prevent any undue consequences in the 33league.
- 1) If an Association believes a player is playing at a lower level which adversely affects the league, the Association shall request a review by the League Commissioner, by submitting a letter stating the facts for such a review. The League Commissioner shall conduct a review and issue recommendations to the Executive Committee who shall be responsible for making the final decision.

RULE 5.3 – Coaches

- A) Coaching Requirements:** In order for a team to be eligible for League play, coaches shall be qualified according to the guidelines established by the League and shall be in compliance with all USA and/or Mid-American District coaching requirements, including (but not limited to) registration, certification, training, and screening. USA Hockey coaching certification requirements shall be complete prior to the start of the season.
- 1) Each coach shall include a copy of their USA Hockey Level certification in their team book, prior to the start of the current season. In addition, each association shall submit, on the proper League Association Data form, a list of coaches with names, addresses, phone numbers and pertinent data to the league office in electronic format, no later than August 31, prior to the start of the current season.
- B) Coaches Waivers:** Written coaches' waivers, properly administered and obtained through USA Hockey and/or its local affiliate (Mid-American District), will be honored by the Pennsylvania Interscholastic Hockey League in substitution for all or any coaches' requirements set forth in Coaching Requirements within these rules. USA Hockey and/or the Mid-American District shall be contacted for current procedures and requirements set down to obtain such waivers.
- C) Coaching Changes:** Each association which changes its Head Coaching position at any level during the season shall submit a list of all current coaches on the proper League Association Data Form.

SECTION 6

GAME PERSONNEL

RULE 6.1 – On-Ice Officials

- A) **Assignment:** The league shall coordinate, through the local official's association, the need for on-ice officials. All on-ice officials, working a league game, shall be USA Hockey certified.
- B) **Conflict of Interest:** No person shall serve as an on-ice official in a league game in which any of the following interpersonal relationships or connections apply. In the event an on-ice official is needed to officiate such a game, the official in question must make both head coaches aware of this conflict prior to the start of the game.
- 1) He/she is a parent, grandparent, sibling, aunt/uncle, child, guardian or spouse of any individual on the coaching staff or player roster of one of the teams participating in that game. The relative does not need to be participating in the game for this to apply.
 - 2) He/she is a parent, grandparent, aunt/uncle, sibling, child, guardian or spouse of any individual on the coaching staff or player roster of one of the teams in the same class/level. This shall be defined by official standings where the outcome of the game affects the position of one or more teams in those standings.
 - 3) He/she has played within the past 12 months for a team and/or head coach involved in the game.
 - 4) He/she holds individual voting rights within either team's association.
 - 5) He/she is employed by any school district involved in the game, including as a volunteer coach/staff member of any sport.
 - 6) He/she is a student at any school district involved in the game.
- C) **Authority of Control:** In addition to the on-ice official requirements noted in USA Hockey Official Playing Rules, a referee shall do anything he/she deems necessary to control the game, including, but not limited to, ejection of players and/or team officials, or the immediate suspension of the game. If the game has not been completed, refer to Terminated Games.

- D) **Misconduct by an Official:** In the event of misconduct by an on-ice official, the Head Coach for that game or team official, shall report such incidents to the Commissioner's Office. All reports of misconduct must be received within 72 hours of the incident in-question.

RULE 6.2 – Game Coordinators

- A) **Definition:** Two Game Coordinators shall be appointed for duty at every game. These Game Coordinators shall work together to maintain the official scoring table and handle game operations other than those covered by the on-ice officials.
- B) **Assignment:** The assigning of Game Coordinators shall be coordinated by the Commissioner's Office and shall be paid by the league. All efforts should be made to avoid assigning a person associated in an official capacity with either team playing. However, in the event that an assigned Game Coordinator does not appear for a scheduled game, the other Game Coordinator may ask the home team to fulfill the duty of Clock Operator. In the event that no Game Coordinators appear for a game, each team shall assign one person to fulfill the duties of the Game Coordinators and shall be entitled to any stipend associated with the positions, as long as all duties are satisfactorily completed.
- C) **Duties:** The general duties of the Game Coordinators are, as follows:
- 1) Serve as the official Score Keeper by compile and entering accurate and complete game records on the official game score sheet, in accordance with USA Hockey Rule 505.
 - 2) Serve as the official Time Keeper by maintaining the accurate time of the game, in accordance with USAH Rule 506 & 507.
 - 3) Assist on-ice officials, when requested, with player identification in such areas as goal scoring, assists, players entering altercations, and players leaving the bench during an altercation.
 - 4) Announce and control the pre-game warm ups and the start of the game according to the established game protocol.
 - 5) Announce and control the start of the game after an ice cut (Varsity games only) according to the established game protocol.
 - 6) Obtain all necessary signatures on the score sheet.
 - 7) Send the designated copy(s) of the scoresheet to the Commissioner's Office within 24 hours of the completion of any game using the method(s) established by the Commissioner's Office.

- 8) Inform both benches and the referees of the official curfew time prior to the start of the game and enforce the curfew for each game when necessary.
- 9) Initiate a running clock in accordance with Running Clock rules.
- 10) Ensure that the EMT is present at each game. When necessary, make local contacts and substitutions. Do not allow any game to begin without an EMT or local substitutions in accordance with Emergency Medical Provider rules.
- 11) Ensure that all players listed on the game score sheet were in the game or on the bench and dressed to play, prior to the end of the game. Any names found not to have participated shall be “scratched” by drawing a bold line through those names, this shall include injured players and those serving suspensions as well as anyone else not present. Ensure that all coaches listed are also on the bench.

RULE 6.3 – Off-Ice Officials

- A) **Assignment:** The Game Coordinators shall obtain a representative from each participating team to perform the following off-ice official duties.
 - 1) All off-ice officials shall be eighteen (18) years of age or older.
 - 2) A team may opt to relinquish their right to representation; however, no team shall be refused their right of representation, except when removed under Impartiality rules. If the visiting team relinquishes their right to representation, the home team must provide all off-ice officials.
- B) **Penalty Box Operators:** This shall be one representative from both the Home team and the Visiting team. Each representative shall serve as the penalty box operator for his/ her respective teams.
- C) **Impartiality:** As an extension of the on-ice officiating team, it is important for the off-ice officials to remain focused and impartial at all times. Off-ice officials shall refrain from disrespectful behavior towards any other individual and shall perform his/her duties without undue disturbance to the game.
 - 1) The Game Coordinators retain, at all times, responsibility for the off-ice officials’ actions and performance. Therefore, the Game Coordinators or on-ice official may relieve an off-ice official of their duties at any time. The Game Coordinators shall appoint a substitute in the event an off-ice official is asked to relinquish his/her position.

RULE 6.4 – Emergency Medical Provider

- A) Assignment:** The League will schedule an emergency medical provider, certified as an Emergency Medical Technician or higher, to be present and on-duty at each League game.
- B) Equipment Requirements:** The emergency medical provider shall have, present and/or available for each game, appropriate emergency medical equipment and emergency medical transport.
- 1) It is highly recommended that all medical providers wear traction shoes in order to arrive more-quickly to the scene of an injured player on the ice surface.
- C) Location:** Unless otherwise attending to an injured player, the emergency medical provider shall be stationed in the scorer's box or visitor's penalty box. The medical provider shall be alert to play on the ice and immediately respond to any on-ice injury when summoned by an on-ice official.
- 1) Note: Refer to Injured Players under Game Operations for additional requirements as to the location for treating players.
- D) Local Substitute:** A non-scheduled certified emergency medical technician, paramedic, licensed or registered nurse or medical doctor may serve as a local substitute provided the following occurs:
- 1) The appropriate emergency medical equipment is available.
 - 2) The individual agrees to serve as the emergency medical provider.
 - 3) He/she signs the score sheet as the emergency medical provider.
- E) Absence of EMT:** No league game shall commence unless a certified EMT or local substitute is available and in attendance at each game.

SECTION 7

GAME ADMINISTRATION

RULE 7.1 – Season Standings

- A) **Division Winners:** The division winners shall be determined by their point percentage. Point percentage shall be determined by taking each team's total accumulated regular season points and divide by the total possible points for that team. Points are awarded for each regular season game using the NHL point system as follows: two (2) points for a win; one (1) point for an overtime loss; zero (0) points for a regulation loss or if scored against in an empty net as a result of pulling your goalie for an extra attacker (excluding on a delayed penalty) during the 3-on-3 sudden-death overtime period. Total possible points would then be double the number of games played.
- B) **Tiebreakers:** Tiebreakers to be used for teams with identical point percentage shall be as follows:
- 1) Highest points percentage in games against teams involved in the tie (Head-to-Head Competition)
 - 2) Most wins in regular season
 - 3) Least number of total penalty minutes (average per game) in the regular season
 - 4) Coin flip

RULE 7.2 – Post-Season

- A) **Post-Season Procedures:** Applicable post-season rules and procedures, outlining seeding, number of rounds, etc., shall be distributed for each class and/or level each season.
- B) **Varsity Division I Post-Season:** Playoffs for Division I (Class A, AA, and AAA) shall be conducted at the end of each season, for each class, administered by the PIHL Post-season Committee through the Penguins Cup Finals and, in alternating years, through the Pennsylvania Cup Finals. Additional information shall be provided to the teams by the mid-season point each year.

- C) **Varsity Division II Post-Season:** Playoffs for Varsity Division II shall be conducted at the end of each season, for Division II Class varsity teams, using a format developed and administered by the PIHL Post-season Committee. Additional information shall be provided to the teams by the mid-season point each year.
- D) **Junior Varsity and Middle School Post-Season:** A single-elimination tournament for Junior Varsity and Middle School shall be conducted at the end of each season using a format developed and administered by the PIHL Post-season Committee. Additional information shall be provided to the teams by the mid-season point each year.
- E) **State Playoffs:** Rules pertaining to the state play-off game scoresheets, rosters and participation requirements shall be distributed to participating teams each season.

RULE 7.3 – Suspensions

- A) **Suspensions for Game Misconducts:** Any player or team official who is assessed one or more Game Misconduct penalties within the last five (5) minutes (4:59 or after) of the 3rd period, during overtime, or immediately following the completion of the game shall receive an additional one (1) game suspension.
 - 1) This suspension is in addition to any other suspension(s) received as the result of penalties assessed in the game.
 - 2) This rule shall not apply if the Game Misconduct was assessed as the result of a second 10-minute misconduct issued to the same player in the same game under USA Hockey Rule 404(a).
 - 3) Game misconducts received after a player incurs 4 penalties in a game shall not be compounded (see Rule 8.7.B)
- B) **Multiple Game Misconducts in a Season:** This compounding shall apply to any and all Game Misconduct penalties received by an individual in all league games, at all levels:
 - 1) The second Game Misconduct received by a player or team official, within a season and/or game, shall be compounded by one (1) game for a total of a two (2) game suspension, in addition to any other suspensions received in the game.
 - 2) The third Game Misconduct received by a player or team official, within a season and/or game, shall be compounded by two (2) games for a total of a three (3) game suspension, in addition to any other suspensions received in the game.
 - 3) In the event that a player or team official receives a fourth, or more, Game Misconduct(s), within a season and/or game, there

shall be a hearing in front of the League's discipline board to determine the appropriate discipline.

- 4) If a player receives a Game Misconduct under USA Hockey playing rule 403(b) for two majors in the same game, the compounding above for multiple Game Misconducts within a season/game, shall not apply. If the player has received multiple Game Misconducts, totaling four or more, the league may still conduct a hearing if it is deemed necessary. The Discipline Chair shall make this determination based on the severity of the infractions.

Example 1: Player A receives a Game Misconduct with one-minute remaining in the 3rd period of league game #100. As he is leaving the ice, his conduct draws another Game Misconduct. The number of game suspensions received is four (4). The break down is:

First Game Misconduct

One game... USAH Rule 404(b)

Second Game Misconduct = One game

One game... USAH Rule 404(b)

Second Game Misconduct in season

One game... PIHL Rule 6.3(B)(1)

Both within last 5 minutes of 3rd period

One game... PIHL Rule 6.3(A)

Example 2: The same player in Example 1 returns after serving his 4-game suspension and, in his first game back, picks up another game misconduct with thirty seconds remaining in the game. This is his fifth penalty awarded to him during this single game. The number of game suspensions received is five (5). The break down is:

Game Misconduct assessed

One game... USAH Rule 404(b)

Received within the last 5 min. of 3rd period

One game... PIHL Rule 6.3(A)

3rd Game Misconduct in a season

Two games... PIHL Rule 6.3(B)(2)

Five (5) penalties in one game

One game... PIHL 8.7(B)(2) and USAH 401(b)

- C) **When Served:** Any suspensions received in a PIHL league game, or as the result of supplementary discipline imposed by the PIHL, shall be served in an officially scheduled PIHL league game or post-season PIHL game. All suspensions received in a PIHL league, or as the result of supplementary discipline imposed by the PIHL, shall be served during consecutively scheduled PIHL league games. Suspended players are eligible to play in

any PIHL all-star games, but an all-star game does not count as a game served towards any suspension(s) imposed by the PIHL. USA Hockey suspension(s) must be served according to USA Hockey's rules, and a match penalty may prevent a suspended player from participating in an all-star game.

D) Responsibility to Enforce: Serving and enforcing suspensions is the responsibility of the team.

- 1) Head Coaches shall be responsible for knowing of and enforcing the suspension of their players, assistant coaches and themselves. Any coach who does not enforce a suspension shall be suspended for a minimum of two games.
- 2) The association shall be responsible for knowing of and enforcing the suspension of their team officials. Associations who do not enforce a suspension shall be fined \$100.00 per missed suspension.
- 3) Each player and/or assistant coach shall be responsible for knowing of and serving the suspension issued to him/her. A player or assistant coach who does not serve his/her suspension(s) shall be responsible for serving the suspension(s) and shall be suspended for one (1) additional game.

E) Noting Suspensions on Scoresheet: All players and team officials serving a suspension shall be noted by their team on the game's official score sheet. If a suspension is not properly noted on the official score sheet, the player and/or team official shall serve the suspension during the next consecutive game. It is the Head Coach's responsibility to ensure that the name(s) of anyone serving a suspension is properly indicated on the score sheet.

- 1) Suspended individuals should not be listed in the roster section as being on the bench. If listed, a bold line shall be drawn through the player and/or team official's name. *Refer to Game Roster.*

F) Playing with a Suspended Individual: In addition to any discipline for failing to properly serve a suspension, any team playing with a suspended player or team official shall also receive a forfeit. This discipline and forfeiture of games shall only apply to the game(s) in which the individual should not have participated and shall not apply to additional games in which the individual participated due to any delay in recognizing the original error.

- 1) Example: Player receives a game misconduct in game 1 of season, which results in a one game suspension. The player participates in games 2, 3, and 4 of the season before the league identifies the fact that the player failed to sit out game 2 and notifies the team. Since the player should have only sat game 2, any discipline and forfeiture would only apply to game 2. No

punishment is applied for the player's participation in games 3 or 4.

- G) Suspended Levels of Play:** Any player or team official receiving a suspension shall not participate in a league game, at any level (Middle School/Bantam, Junior Varsity, or Varsity) until he/she serves the suspension(s) at the level in which they were received.
- 1) Games missed at a different level, using the "Upward Movement", shall not count as games served.
 - 2) The Commissioner's Office shall be notified by the offending player/team official's association, of any abnormalities associated with the serving of the suspension.
 - 3) In the event the player/team official is permanently rostered at a higher level while under suspension, all suspensions shall be served at that higher level. It is the association's responsibility to notify the Commissioner's Office of this change.
- H)** For any Team Official or Player serving a suspension for a prior game misconduct violation or disciplinary suspension, the suspension will commence 45 minutes prior to the start of each game and conclude 30 minutes following the conclusion of each game. The Team Official or Player serving the suspension shall be prohibited from:
- 1) Having any interaction, involvement or communication "in person," electronically or otherwise with the team
 - 2) Being present in the locker room
 - 3) Being on or near the bench of their team. Any violation of this Rule may result in supplementary discipline and may subject such Team Official or Player to further disciplinary proceedings. {USA Hockey Rule 401c}
- I) Carryover Suspensions:** Any player or team official, who is unable to fulfill his/her required game suspensions within the season the suspensions were received, shall serve all unfulfilled suspensions as "carryover" suspensions the following season. The game suspensions shall commence with the first League game of the following season and run consecutively until the required number of suspensions have been served.
- 1) In the event the player is rostered at a different level of play, the suspension(s) shall be served at the new level.
 - 2) In the event the player or team official transfers to another association, the unfulfilled suspensions shall still be served in their entirety with the new association.
 - 3) In the event a varsity player, varsity team official, or any 12th

grader on junior varsity is unable to fulfill the required number of game suspensions within the season the suspension(s) were received, and does not return the following season, the association will be fined \$250.00 per individual, not per suspension(s).

Note: It is recommended that member associations collect a bond from at least their senior players to cover this fine.

- J) Supplementary Discipline:** In addition to the suspension imposed under these rules, the League Commissioner or his/her designee, at their discretion and after the game has been completed, may investigate any incident that occurs in connection with any game. Any incident that occurs prior to, during, or after the game is subject to review and supplementary discipline regardless of whether the action was penalized by the referee.

RULE 7.4 – Forfeits

- A) Forfeiture:** Any team awarded a game forfeit for any reason cited herein shall:
- 1) Be assessed a 1-0 loss to the opposition.
 - 2) Be fined \$400 for any varsity game forfeiture, as well as any costs incurred for unused goods or services, such as EMTs, referees, ice time, charter buses, and game coordinators.
 - 3) Be fined \$200 for any junior varsity or middle school/bantam game forfeiture, as well as any costs incurred for unused goods or services, such as EMTs, referees, ice time, charter buses, and game coordinators.
 - 4) Forfeit the game ice to the scheduled opposing team.
- B) Financial Cap:** There shall be a cap of \$2500 in forfeiture fines under this rule, per violation. A single violation shall mean one report of a violation, which may include one or more violations of the same rule consolidated into a single case.
- 1) If during the same season, an association has a subsequent violation, the association shall be subject to a second fine, which shall not exceed \$2,500.00. A subsequent violation shall mean one or more violations of the same rule during the same season, which occur after the latest date in the prior case.
- C) Financial Relief:** The financial requirement for forfeits may be reduced or eliminated by the League Executive Committee if the association receiving the forfeit has brought the infraction they committed to the attention of the league, prior to discovery by the league.

- 1) The Association shall report their infraction to the League Rule Interpreter, who shall present the complete findings to the League Executive Committee.
- 2) Upon determination by the League Executive Committee that the association has met this requirement, they may eliminate or reduce the fine, but shall not assess more than 50% of the appropriate fine, under these conditions. The assessment of a loss, of the game(s) involved, shall not be affected by the association's disclosure of their infraction.

RULE 7.5 – Game Cancellations

- A) **Scheduled Games:** Teams shall play all games as scheduled. Teams may not agree to cancel a game for any reason. All inquiries regarding game cancellations shall be made to the League Commissioner, who is the only person authorized to cancel a game. Cancellations based upon inclement weather, rink unavailability, mechanical malfunctions, or other cause beyond the control of the participating teams shall be made at the earliest opportunity.
- B) **School Cancellation Policy:** In cases where a school district mandates that no athletic activities may occur when school has been canceled due to adverse weather conditions, the league shall comply. A letter from the school administration, on school district letterhead, shall be submitted to the Commissioner's Office at the beginning of each season to confirm this school policy. If a letter from the school is not received each year, this policy shall not apply.
- C) **Cancellation Process:** The Commissioner, or his designated representative, shall serve as the arbitrator in cancellations due to unsafe weather by using outside sources to determine adverse weather conditions, unfavorable forecasts, and hazardous road conditions related to the game(s). This commissioner-designated representative shall be identified and announced at a Board of Governors meeting prior to the start of the regular season. The following steps shall be followed to initiate a game cancellation. If this procedure is not followed and only one team appears at the scheduled time and place for the game, that team shall be awarded a win by forfeit. The score sheet shall reflect the forfeit and the score shall be entered 1-0 in favor of the team that appeared.
 - 1) Only one person from each association shall communicate with the Commissioner regarding weather cancellations. This person shall be designated, as the "Daytime Contact" with his/her contact information being submitted to the Commissioner's office, on the Association Data Form, by August 31st, prior to the start of the regular season each year. This designated person

shall call the Commissioner, or his designated representative, and inquire about their game status at the earliest opportunity but not less than four (4) hours prior to the scheduled start of the game.

- 2) Upon cancellation of a game, the Commissioner, or his designated representative, shall contact the designated association contact for each team, the concerned arena, the referee representative, security, EMT and the Game Coordinators.
- 3) Each team has the responsibility to verify that a game is actually canceled.

D) Unexpected Delays: For cases resulting from unexpected delays, such as inoperative buses and traffic accidents, the team shall contact the League Commissioner, and indicate when, or if, they can make it to their scheduled game. If the game cannot be rescheduled for later that same evening, it shall be determined "no contest". The offending team shall pay all game cost incurred, spectators shall receive a refund, and the team present shall have the opportunity to practice during the scheduled game time.

- 1) Rescheduling of a no-contest game shall be determined by action of the League Executive Committee. In general, these games shall not be completed/rescheduled unless the outcome can affect playoff qualifications and/or personal awards presented by the League.

E) Forfeiture: A forfeit shall be awarded to any team failing to show for a game and who has not complied with any other rule under Game Cancellations.

SECTION 8

GAME EQUIPMENT

RULE 8.1 – Player Uniforms

- A) **Uniform Compliance:** In order to participate in a game, each player listed on game sheet shall:
- 1) Wear an individually identifying number at least 10 inches high on the back of the jersey and at least 4 inches high either on the upper-half of both sleeves or on the upper-half of the front of the jersey. The primary color of the number shall contrast the overall color of the jersey.
 - 2) Be dressed uniformly as to color of the pants, helmet and jersey with matching socks. Matching shall mean that a player's socks shall be primarily the same color as the jersey they are wearing for that game. Example: Home jersey, primarily white – socks shall be primarily white; Away jersey, primarily dark – socks shall be primarily the same dark color. The pants and helmets do not have to match the jersey/socks. For Varsity players only, the pants shall be the same color for every member of the team, and the helmet of each player shall be the same color, not necessarily the same manufacturer. Pants & helmets shall match in color only. Exceptions are: Goalkeepers and all players at the Middle School/Bantam or Junior Varsity levels, helmet and pants color need not be uniform under this rule. Stripes/logo/markings on pants, or lack of same, shall not constitute a violation of this rule. Varsity “move-up” players shall comply with varsity requirements.
- B) **Uniform Enforcement:** Uniform Compliance shall be monitored by the Game Coordinators and On-Ice Officials. The On-Ice Officials shall enforce the rule prior to the official start of the game (drop of the puck at the beginning of the first period) and any time after a player has performed an equipment change. A player shall not be permitted to play in a game until his/her uniform conforms in all respects with the requirements of this rule or is approved in advance of the game by the League Commissioner.

RULE 8.2 – Protective Equipment

- A) Player Equipment:** All players shall wear the required protective equipment at all times upon leaving the locker room. All protective equipment shall be designed for use specifically for ice hockey. All equipment for players and goalkeepers shall conform to size specifications and be subject to measurement consistent with USA Hockey Playing Rules.
- 1) Exceptions: helmets shall be removed during the playing of the National Anthem and a glove may be removed during the handshake.
 - 2) It shall be the responsibility of the coaches to enforce this rule. (Note: This includes during warm-ups and during the handshake after the game.)
- B) Skaters Equipment:** The required protective equipment for skaters (non-goaltenders) includes the following:
- 1) HECC approved hockey helmet
 - 2) HECC approved face shield/mask
 - 3) Padded hockey pants or shell and girdle pads
 - 4) Protective cup and supporter (for male players only)
 - 5) Shin pads
 - 6) Elbow pads
 - 7) Shoulder pads
 - 8) Skates with safety heel tips
 - 9) Gloves
 - 10) Internal colored (non-clear) mouthpiece, specified in USA Hockey Rule 304
 - 11) An “unaltered” throat guard
 - 12) Other equipment as required or recommended by USA Hockey
- C) Goalkeepers Equipment:** The required protective equipment for goaltenders includes the following:
- 1) HECC approved hockey goalkeeper helmet
 - 2) HECC approved goalkeeper face shield/mask
 - 3) Throat Protection:
 - a) Attached throat protector or a throat protector built into the goalkeeper’s face mask/shield and
 - b) An “unaltered” neck guard
 - 4) Goalkeeper’s chest and arm pads
 - 5) Goalkeeper’s leg pads
 - 6) Approved skates
 - 7) Goalkeeper’s catch glove
 - 8) Goalkeeper’s blocker
 - 9) Protective cup and supporter (for male players only)

10) Internal colored (non-clear) mouthpiece, specified in USA Hockey Rule 304

11) Other equipment as required by USA Hockey.

D) **Enforcement:** All players must wear the required, or recommended, protective equipment in the manner for which it is designed. It shall be the responsibility of the on-ice officials to enforce the proper wearing of all protective equipment, including mouthpieces and throat protectors.

1) For violations of this rule pertaining to mouthpieces and throat protectors, the on-ice official(s) shall first issue a warning to both teams. Subsequent violations in the game shall result in a misconduct penalty being issued to the offending player.

2) For violations of this rule pertaining to goalie helmets/cages, the on-ice official(s) shall issue a minor penalty to the goaltender and require immediate replacement of illegal equipment with equipment conforming to all USA Hockey and PIHL regulations.

RULE 8.3 – Jersey Colors/Designs

A) **Team Jerseys:** The following shall apply to all team jerseys:

1) Varsity teams shall have both a home jersey, which is predominately white, and an away jersey, which is predominately a dark color.

2) When uniforms are similar in color and/or design, the visiting team shall be required to make the necessary change to avoid any conflict, except in the event that it is the use of the home team's third jersey that causes the color conflict. Should a conflict occur with both teams requesting to use their third/alternate jersey, preference shall be given to the home team's request. Varsity teams should travel with both their home and away jerseys in order to avoid conflicts.

B) **Third/Alternate Jerseys:** Teams may add a third, or alternate, jersey that can be used during the regular season, but not during postseason. The third jersey must meet all PIHL rules for Team Jerseys. Alternate jerseys worn by Varsity teams must assign the same number to the player as cited on the PIHL Team Roster.

1) Exception: Up to 2 move-up players may wear a number differing from their assigned number in Varsity games where a third jersey is used.

C) **Sponsorship on Jerseys:** Each team may solicit sponsorships and wear a patch on the jersey containing the sponsor's logo subject to the following guidelines:

- 1) All patches or logos shall be placed in an area of the jersey located on the back, within three inches from the bottom and ten inches to either side of center. (Maximum size of patch: 3" high x 20" wide)
- 2) The subject logos or patch shall not represent, indicate or imply subject matter related to the promotion of Drugs, Alcohol, Tobacco or Sex.
- 3) The association shall determine the cost of sponsorship.
- 4) The association shall determine the number of sponsors for each team.
- 5) The lettering on each patch shall be white or black unless a company logo is used, in which case the lettering may be consistent with the logo design.
- 6) All sponsorship patches must be in compliance with League rules, as cited herein. All questions or clarifications should be submitted to the Rules Interpreter prior to making a financial commitment/agreement on sponsorships. The Rules Interpreter shall investigate or review any circumstances where a sponsorship patch may be in violation of these rules. The Rules Interpreter shall report his/her findings of any team found to be out of compliance with these rules to the Executive Committee, who shall determine the consequence. An association may appeal an unfavorable decision of the Rules Interpreter to the Executive Committee

D) Enforcement: All team jerseys, third/alternate jerseys, and sponsorships on jerseys must be in compliance with League rules, as cited herein. All questions or clarifications should be submitted to the Rules Interpreter prior to making a financial commitment to new uniforms.

- 1) Violations of the Team Jerseys and Third/Alternate Jerseys rules shall result in an association fine of \$250.00 per occurrence.
- 2) Violations of the Sponsorship on Jerseys rule shall result in an association fine of \$100.00 and forfeiture of the Association's right to display any sponsorship patch for a period of one year from the date on which the League Executive Committee determines the association is in violation of Sponsorship on Jerseys.
- 3) The Rules Interpreter shall investigate or review any circumstances where a uniform may otherwise be in violation of these rules. The Rules Interpreter shall report his/her findings of any team found to be out of compliance with these rules to the Executive Committee, who shall determine the consequence. An association may appeal an unfavorable decision of the Rule Interpreter to the League Executive Committee.

RULE 8.4 – Rink

- A) **Rink Specifications:** All aspects of the rinks used for all games of the league shall comply with Section 1 of the current USA Hockey “Official Rules of Ice Hockey”.
- B) **Review and Approval:** All Rinks shall be reviewed and approved by the League Executive Committee, Commissioner and/or USA Hockey affiliate personnel.
- C) **Team Seating Locations:** The home team shall occupy the players’ bench to the left as one is facing the benches from the center faceoff circle and shall defend the net at the same end of the ice at the beginning of the game. In the event that the bench areas are clearly marked by the arena, the markings to “Home” and “Visitors” benches shall be honored.

SECTION 9

GAME OPERATIONS

RULE 9.1 – Game Roster

- A) Player Roster:** Prior to the start of a game, the coach shall list on the official score sheet the names and numbers of all rostered coaches and players who will participate in the game at hand.
- 1) The players shall be listed in numerical order, regardless of position. Listing an individual's name on the official score sheet indicates participation in that game unless otherwise noted.
 - 2) Each player listed on the score sheet shall be on the players' bench, dressed to play, or on the ice prior to the end of that game.
 - 3) Goalkeepers shall be clearly marked, as well as the Captain and Alternates.
 - 4) Suspended individuals shall either be scratched from the team roster and denoted as serving a suspension ("SUSP") or otherwise not listed on the scoresheet in any fashion as a sign of the individual not participating in the game.
 - 5) Move-up players, including move-up goaltenders, shall be properly marked as move-ups on the scoresheet.
 - 6) The coach's signature on the score sheet indicates his/her verification of the game roster and any suspension(s) being served.
 - 7) A maximum of 20 players, in which not more than 18 are skaters, shall be permitted to play in the game. A team found in violation of the maximum skater rule shall be fined \$100.00 and the head coach, as listed on the official score sheet, shall be issued a one (1) game suspension for each game in which a violation occurs.
- B) Captains:** Each team shall designate one (1) Captain and not more than two (2) Alternate Captains prior to the start of the game. They shall be identified on the score sheet and should wear a "C" or "A" on their jersey in accordance with USA Hockey Rules 202 and 505.
- 1) Alternate Captains shall have the same privileges as the Captain when the Captain is not on the ice.

- 2) Goalkeepers shall not be permitted to be a captain or alternate captain, in accordance with USA Hockey Rule 202.
- C) **Suspended Individuals:** A suspended player or team official shall not occupy a player bench, serve as an off-ice official, enter a team locker room, or participate in his or her team's game in any official capacity.
 - 1) Violation shall result in a \$100.00 fine to the offending team and a one (1) game suspension issued to the head coach, as listed on the official game score sheet, unless the violation is due to the head coach not serving his own suspension properly. In that case, the coach serving as head coach for that game would not be the one to receive this extra suspension, it would be the coach that violated his own suspension.

RULE 9.2 – League Game Protocol

- A) **Game Start:** Teams shall be prepared to begin each game, including all game documentation, at least fifteen (15) minutes prior to their scheduled game time. With the exception of the first game of the day, game time shall commence when ice becomes available, but not more than fifteen (15) minutes before the scheduled start time unless all parties agree. No extra curfew time shall be permitted due to the game beginning before the scheduled time.
- B) **Warm-up Period:** Upon entering the ice for warm ups, teams shall proceed directly to and remain in their designated half of the ice. Teams shall warm-up in the half of the ice they will defend in the first period and no player shall cross the center red line during the warm-up period. This shall also apply to varsity teams when re-entering the ice following the ice resurfacing for the third period.
 - 1) A Bench Minor Penalty shall be assessed by the on-ice officials for violation of this rule to the offending team(s).
- C) **Timeouts:** Each team shall be permitted to take one time out, of one-minute duration, during the regular game time or for varsity only, during overtime. The time out must be taken during regular stoppage of play. The time out shall not be permitted with less than three (3) minutes remaining on the curfew clock.
- D) **Goalkeeper Equipment Adjustments:** Whenever a team has only one (1) goalkeeper in uniform, that team's goalkeeper may request from the on-ice official(s) at any point during a game, time for equipment repair or adjustment. Should the referee, in his/her sole discretion, permit the goalkeeper's request for time to make an equipment repair or

adjustment to their equipment, the team making the request shall not be subject to a penalty for delay of game.

- E) Goalkeeper Warm-up:** Except to defend against a penalty shot, any goalkeeper entering the game for the first time may use the intermission between periods or use the team's one time out, if available, for warm-up. Otherwise, there shall be no goalkeeper warm-up.

RULE 9.3 – Varsity Game Protocol

- A) Pre-Game Protocol:** The start of Varsity games shall be conducted using the following procedure:
- 1) All game slots shall begin with a clean ice surface.
 - 2) Five minutes shall be put on the official clock and the buzzer sounded when ice is available (when referee(s) enter ice surface) but not more than 15 minutes before scheduled game time unless all parties agree (teams, referees and EMT are ready to start early).
 - 3) With one-minute remaining, a warning buzzer shall sound (all players shall report to the bench).
 - 4) With one-minute remaining in the warmup, the Game Coordinator shall sound the buzzer to indicate the 1-minute warning. The designated captains for both teams shall meet the Game Officials at center ice. The Game Officials shall review game expectations including enforcement of USA Hockey Rule 601 Abuse of Officials and Other Misconduct. Captains shall be reminded of the requirement for throat protectors and mouth guards. After the first warning, a subsequent violation will result in a misconduct penalty.
 - 5) Both teams (6 starters) shall be lined up for the opening face-off when the minute expires and the official game clock is reset to begin the first period.
 - 6) Failure to be ready may result in a two-minute delay of game bench penalty issued by the on-ice official.
- B) Game Timing:** Each varsity game shall consist of three seventeen (17) minute, stop and/or running clock, time periods.
- C) Intermissions:** A two (2) minute intermission shall take place between the first and second periods and an ice resurfacing shall be conducted between the second and third periods.
- 1) After consulting with the Game Coordinators and both Head Coaches, the On-Ice Official(s) may, at their discretion waive the ice resurfacing.

- D) Ice Cut Protocol:** The ice cut shall be handled using the following procedure:
- 1) When ice is available (when on-ice officials enter ice surface) three minutes shall be put on the official clock and the buzzer sounded.
 - 2) With one-minute remaining, a warning buzzer shall sound (all players shall report to the bench).
 - 3) Both teams (6 starters) shall be lined up for the opening face-off when the minute expires and the official game clock is reset to begin the period.
 - 4) Failure to be ready may result in a two-minute delay of game bench penalty issued by the on-ice official.
- E) Overtime:** In the event the game is tied at the end of regulation:
- 1) Teams shall play an additional overtime period of not more than three (3) minutes with the teams scoring first declared the winner and being awarded an additional point.
 - 2) The overtime period will be played with each team at 3-on-3 manpower (plus goaltender) for the full three-minute period.
 - 3) There will be no intermission between the end of the third period and the beginning of the overtime period. 3-on-3 play will begin immediately once the referee is ready.
 - 4) Goalies will not switch ends and remain in their 3rd period end for the entire overtime.
 - 5) Manpower during overtime will be adjusted to reflect the situation in the game, but at no time will a team have fewer than three (3) skaters on the ice during the overtime period. For example, if a team enters the overtime period on a power play, manpower would be adjusted from 5 on 4 at the end of regulation to 4 on 3 at the start of overtime. If a minor penalty is assessed during overtime, the teams will play 4 on 3. If a second minor penalty is assessed to the same team during overtime, the teams will play 5 on 3.
 - 6) Clubs who pull their goaltender for an extra attacker during the overtime period (other than on a delayed penalty) will be subject to the potential forfeiture of their one (1) point earned for the tie at the end of regulation in the event the opposing team scores into the empty net.
 - 7) If the game remains tied at the end of the three (3) minute overtime period, the teams will proceed to a three-round shootout. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. No player is permitted to shoot twice until every player on each teams' bench has shot once (excluding goalies).

- 8) The home team coach will also inform the referee if they wish to go first or second – this order will remain in place for the entire shootout.
 - 9) Players in the penalty box at the end of the 3-on-3 overtime are not eligible to participate in the shootout.
 - 10) The scorekeeper will keep track of the shooters and inform the referee immediately before a shooter goes if that shooter is attempting a second shot before everyone else on their respective bench has attempted a shot.
- F) Curfew:** All varsity games shall be played within a league-imposed game slot of one hour and fifty minutes (1 hr. 50 min). All games shall be curfewed after one hour and fifty minutes unless otherwise noted herein.
- 1) The curfew shall be enforced at the first official stoppage of play after the designated curfew time has elapsed.
 - 2) Exception: If curfew time expires before regulation time has ended, in a game that is tied, the teams shall continue to play, without a curfew, until regulation time has been completed. In the event the game remains tied, the teams shall play one (1) overtime period as described above, with no curfew.

RULE 9.4 – Junior Varsity & Middle School Game Protocol

- A) Pre-Game Protocol:** The start of Junior Varsity and Middle School games shall be conducted using the following procedure:
- 1) All game slots shall begin with a clean ice surface.
 - 2) Three minutes shall be put on the official clock and the buzzer sounded when ice is available (when referee(s) enter ice surface) but not more than 15 minutes before scheduled game time unless all parties agree (teams, referees and EMT are ready to start early).
 - 3) With one-minute remaining, a warning buzzer shall sound (all players shall report to the bench).
 - 4) Also, with one-minute remaining in the warmup, the Game Coordinator shall sound the buzzer to indicate the 1-minute warning. The designated captains for both teams shall meet the Game Officials at center ice. The Game Officials shall review game expectations including enforcement of USA Hockey Rule 601 Abuse of Officials and Other Misconduct. Captains shall be reminded of the requirement for throat protectors and mouth guards. After the first warning, a subsequent violation will result in a misconduct penalty.

- 5) Both teams (6 starters) shall be lined up for the opening face-off when the minute expires and the official game clock is reset to begin the first period.
 - 6) Failure to be ready may result in a two-minute delay of game bench penalty issued by the on-ice official.
- B) Game Timing:** Each Junior Varsity and Middle School game shall consist of three thirteen (13) minute, stop and/or running clock, time periods.
- C) Intermissions:** A one (1) minute intermission shall take place between periods and no ice resurfacing shall be conducted.
- D) Timeouts:** Each team shall be permitted to take one time out, of one-minute duration, during the regular game time. The time out must be taken during regular stoppage of play. The time out shall not be permitted with less than three (3) minutes remaining on the curfew clock.
- E) Middle School Body Contact:** Games for Middle School teams shall be body contact, in accordance with USA Hockey Playing Rule 604.
- F) Overtime:** There shall be no overtime in Junior Varsity or Middle School games.
- G) Curfew:** All Junior Varsity and Middle School games shall be played within a league-imposed game slot of one hour and ten minutes (1 hr 10 min). All games shall be curfewed after one hour and ten minutes.
- 1) The curfew shall be enforced at the first official stoppage of play after the designated curfew time has elapsed.
- H)** In the event of unforeseen circumstances, the Commissioner, with Executive Committee approval, may temporarily alter any portion of the Junior Varsity and Middle School game protocols for the 2020-2021 season.

RULE 9.5 – Running Clocks

- A) Running Clock:** When one team achieves a seven (7) goal lead, the game clock shall become a running clock as outlined in this rule. If the goal differential is reduced to less than seven goals, stopped time shall again be used. When running time is in effect, with a seven-goal differential, the clock shall stop only when:
- 1) A goal is scored.
 - 2) When a penalty is assessed.
 - 3) When the on-ice officials stop play for an injury.

- B) Super Running Clock:** When one team achieves a ten (10) goal lead the game clock shall not be stopped for any reason. The clock shall be reset for each new period.
- 1) If the goal differential is reduced to less than ten (10) goals, the clock shall remain a continuous running clock until the goal differential is reduced to less than seven (7). Then it shall revert back to stop time.
- C) Penalty Times:** Running clock penalty time shall be served as when issued, even if the goal differential is reduced and stop time is being used again. For statistical purposes only, running clock penalties shall be tallied as regular, stop time penalties. When a running clock is in effect (7 goal or 10 goal differential), time awarded for penalties shall be:
- 1) Minor Penalty - Three (3) minutes
 - 2) Major Penalty - Seven (7) minutes
 - 3) Misconduct Penalty - Twelve (12) minutes

RULE 9.6 – Injured Players

- A) Injury Stoppages:** USA Hockey rules are to be followed with respect to an injured player; however, it is emphasized that in a case where it is obvious that a player has sustained a serious injury, the Referee and/or Linesman shall stop play immediately.
- B) Treatment of Players:** If an on-ice game official determines a player has sustained an injury or is ill, whether or not that determination causes a stoppage of play, the attending Emergency Medical Provider shall assess the player to determine the nature of the injury or illness, provide appropriate treatment and determine whether or not the player may return to the game.
- 1) No person may deny or prohibit assessment by the attending Emergency Medical Technician in a location of their choice.
 - 2) If the Emergency Medical Technician determines the player in his or her sole opinion is not capable of safely participating in the game, then the player shall be deemed an ineligible player until he or she complies with the recommendation and/or treatment prescribed by the Emergency Medical Technician or the game ends, whichever first occurs.

RULE 9.7 – Penalties

- A) **Penalty Time:** Penalties shall be actual playing time, which are further explained in the USA Hockey Official Playing Rules, with additions as found in these playing rules.
- B) **Maximum Penalty Rule:** The following shall apply to coaches and/or players governed by these playing rules concerning USA Hockey Rule 401(b), known as the 4/12 rule:
- 1) The coach, indicated as head coach on the official score sheet, whose team achieves 12 penalties during one game shall receive a one game suspension (not a Game Misconduct penalty).
 - 2) A game misconduct issued to any player who incurs four penalties in the same game shall be clearly indicated as such on the official game score sheet.
 - a) For League purpose only, this type of Game Misconduct shall be handled as a one (1) game suspension for the next consecutive league game.
 - b) This Game Misconduct shall not be compounded if it occurs within the last five minutes of the third period or during overtime. A Game Misconduct, issued under this rule, shall not be compounded, or used to calculate compounding of penalties, when multiple game misconducts are obtained by a single individual in a single season.

RULE 9.8 – Game Termination

- A) **Game Completion:** All games shall be played to completion unless the curfew clock expires.
- B) **Suspended Games:** In the event a game is terminated for any reason before the end of the second period, it shall be considered a suspended game. All games terminated after the end of the second period, for any reason, shall be considered a completed game.
- 1) Completion of a suspended game shall be determined by action of the League Executive Committee. In general, these games shall not be completed/rescheduled unless the outcome can affect playoff qualifications and/or personal awards presented by the League.
- NOTE: Refer to Game Personnel for on-ice officials' ability to suspend a game if they deem necessary.*
- C) **Termination Investigation:** If a game is terminated by a Referee or a Game

Coordinator with more than three (3) minutes remaining in the game as a result of fighting, altercation, spectator interference, or other cause, the League Commissioner shall be informed, by a Game Coordinator, within twenty-four (24) hours.

- 1) The League Commissioner shall appoint an individual or a committee to investigate the incident. The investigating party(s) shall present their findings and recommendations to the League Executive Committee within fourteen (14) days from the date they were appointed.
- 2) The League Executive Committee shall administer such discipline as it deems appropriate including but not limited to suspensions and/or fines to players, coaches and/or team officials, and/or forfeiture of the game in which the incident occurred. Teams found liable for the termination shall be fined a minimum of one hundred dollars (\$100.00). Any player or team official found liable for the termination shall receive a minimum three (3) game suspension.

RULE 9.9 – Protests

- A) **Protest Authority:** Only the individual acting as head coach at the time of the protest may protest a game. Protests shall only be heard in relation to the proper application of a rule/policy and not against the judgment of any on-ice official.
- B) **Protest Procedure:** The following shall be performed regarding all game protests:
 - 1) Protests must be made during or immediately after the game that is being protested. ~~At the time the protest is lodged,~~ The opposing coach, game officials, and Game Coordinators must be notified of the grounds for the protest; with the game time noted on the score sheet.
 - 2) The team lodging the protest shall notify the League Commissioner of the protest by phone, fax or email within forty-eight (48) hours from the start time of the game.
 - 3) The protesting team's association shall send a letter to the League Commissioner, postmarked no later than one (1) week following the protested game.
 - 4) The protest letter shall be accompanied by a bond in the form of a check, written by the member team's association, for one hundred dollars (\$100.00). If the protest is upheld the bond shall be returned.
- C) **Protest Rulings:** All protests shall be heard by the League Executive

Committee or a board appointed by the Executive Committee.

- D) Failure to Comply:** Failure to complete any portion of the Protest Procedure shall result in:
- 1) The immediate loss of the protest.
 - 2) Forfeiture of the \$100 bond or a fine of \$100 if the bond was not submitted.
 - 3) A one game suspension to the head coach of the protesting team as listed on the game score sheet.

RULE 9.10 – Ceremonies and Presentations

- A) Senior Recognition:** Any Association interested in honoring their senior players must:
- 1) Submit a request for a “Senior Night” to the League Commissioner by December 1st of each year.
 - 2) Limit time to two (2) minutes per player or a maximum of fifteen (15) minutes, whichever is less.
 - 3) If additional time is needed, the association shall purchase time prior to the scheduled start time of the game for senior recognition. If there is a PIHL game prior to this game, no additional time shall be available.
 - 4) There shall be only one senior ceremony per Association per season.
- B) Ceremonies/Presentations:** With the exception of Senior Recognition, no additional game time shall be awarded for the purpose of ceremonies or presentations.
- 1) If the participating teams agree to delay the scheduled start of the game for pre-game ceremonies or presentations, the curfew clock shall begin to run at the scheduled game time. The possibility of the game being curfewed must be considered by both teams.

SECTION 10

SPORTSMANSHIP

RULE 10.1 – General Conduct

- A) Individual Conduct:** Players and team officials are expected to conduct themselves in a manner that reflects positively on the League. Misconduct by such an individual before, during, or following a game shall not be tolerated.
- 1) Any such conduct should be brought to the attention of the League Commissioner and should be noted on the game sheet.
 - 2) The on-ice officials and the Game Coordinators are empowered to report such conduct.
 - 3) The League Commissioner shall investigate the incident and prepare a report, including recommended action, to the League Executive Committee.
 - 4) The League Executive Committee shall take any appropriate disciplinary action, which may include suspension from the league.
- B) Team Conduct:** The head coach of each team shall be responsible for the conduct of his/her team in the locker room facilities, which they occupy before, during and after each game.
- 1) If any damage occurs, the association shall be held responsible and shall be required to make full restitution for damages, including any required security deposit, before the team, causing the damage, can participate in future games.
 - 2) The rink may bar a team for such conduct. All incidents involving damage to a locker room facility shall be addressed through the League Commissioner.
- C) Extracurricular Conduct:** Pre-game or Post-game misconduct by a player or team official, either on the ice, in the locker facilities, spectator area, inside or outside the rink, shall result in an investigation by the league upon receipt of a written complaint.
- D) Interfering Devices:** Any device or other object that causes to distract, impede, impair or otherwise interfere with the conducting of the game shall be prohibited. The possession or use of any said device by a player, coach or spectator shall be cause for ejection as deemed appropriate by

the on- ice officials or Game Coordinators.

RULE 10.2 – Spectator Behavior

- A) Authority:** The League Executive Committee shall have the authority to bar any or all spectator(s) from attending games at all levels of play.
- 1) If the Executive Committee receives reports that any spectator(s) exhibit behavior that does not reflect positively on the League, the Commissioner’s Office shall investigate the incident. If the reported accusations are found to be correct, the Executive Committee may bar the offending spectators from one or more League, All-Star and/or Playoff games as the Executive Committee, in its sole discretion, may elect.
 - 2) If an Association is found guilty, the Executive Committee may bar any and all spectators from future games if it is in the best interests of the League.
- B) Removal of Spectators:** The PIHL or any of its contracted agents retain the right to remove any or all spectator(s), with or without prior warning, from a game currently in progress. These agents include – but are not limited to – security guards, on-ice officials, Game Coordinators, and Executive Committee members.
- 1) Spectators removed from games shall not be entitled to any refund of their admission fee and shall remain outside of the playing areas for the remainder of the night.
 - 2) Failure to leave the playing area shall result in the game being delayed until compliance is achieved.
 - 3) All ejected spectators are subject to review under these rules.
- C) Spectators on the Ice:** Spectators on the Ice: At no time and for any reason shall any spectator or team official enter the ice surface without the expressed consent of only an on-ice official. Any violations to this rule shall be reviewed by the Executive Committee, where appropriate disciplinary measures shall be determined for all individuals and/or teams involved in such an incident.

RULE 10.3 – Controlled Substances

- A) Condition of Participants:** Any participant, which includes players, team officials, or game personnel, found under the influence of, or found to have in their possession, alcohol or illegal narcotic drugs of any kind before, during, or immediately after a game, shall be immediately ejected from the game. He/she shall be automatically suspended from the League pending a hearing in front of the League Discipline Board.

SECTION 11

PLAYING RULE GOVERNANCE

RULE 11.1 – Rule Changes

- A) **League Rule Distinction:** League Playing Rules and regulations are stated herein, and are distinct from the by-laws of the League.
- B) **Conformance with USA Hockey Playing Rules and Regulations:** Any portion of the Pennsylvania Interscholastic Hockey League Playing Rules may be added, amended, or deleted to conform to USA Hockey and Mid-American District playing rules and regulations.
- 1) The Executive Committee shall notify each member association of the change, in writing, within forty-five (45) days of the change.
- C) **Rule Change Procedure:** Governors on the Association Data Form (through their association), the League Commissioner, or the League Rules Interpreter may submit a recommendation/request for a rule change. Determination whether a rule shall be changed or added shall be in accordance with the following procedures:
- 1) All recommended rule additions or changes shall be submitted, in writing, by using the Playing Rule Change Proposal Form. This form shall be submitted to a Divisional Vice President, or the League Rules Interpreter, for review by the League Executive Committee and shall be referred to as a “proposal”.
 - 2) All proposals shall be reviewed and discussed by the League Executive Committee. The author of the proposal should, but is not required to, be present during said discussion of the Executive Committee.
 - 3) After discussion, if the proposal has met with all requirements of this section, the proposal shall be placed on the agenda of the next scheduled general meeting of the Board of Governors or, if deemed appropriate by the League President, at a Special Meeting of the Board of Governors. The proposal shall be presented to the Board of Governors regardless of the opinion or recommendations of the Executive Committee, unless the author decides not to proceed without the Executive

Committee's approval. The proposal shall not be voted on at a Divisional Meeting.

- 4) Arguments for and against the proposal, along with the recommendation of the Executive Committee, shall be heard. The proposal, on presentation to the Board of Governors, may be amended from the floor. An amended proposal need not return to the Executive Committee for review. A vote may be made by a show of hands or by a roll call for any amendment.
- 5) A two-thirds (2/3) vote in favor of the proposal, by the voting members present, is required to adopt.
- 6) All proposals failing to receive the required two-thirds affirmative vote and not tabled shall not be submitted for reconsideration by the League until the first month after the League's next Annual Meeting.
- 7) Eligibility rule change proposals for the subsequent season must be submitted by January 1 of the current season.
- 8) No rule change proposals shall be permitted which conflict with other playing rules. Conflicts must be resolved in the rule change proposal before submission to the Executive Committee and the Board of Governors.

D) Minor Rule Changes: A minor rule change is a change to the existing rules, which does not change the meaning or intent of that rule. Examples would be corrections to grammar, spelling, punctuation or placement of a rule within the context of the playing rules. Any member of the League shall be permitted to submit a written recommendation for a minor change to the playing rules through an Executive Committee member.

- 1) A minor change to the playing rules shall be reviewed, by the Executive Committee, at a regular scheduled Executive Committee meeting or by a phone poll of all the Executive Committee members, conducted by the League President.
- 2) A majority vote in favor shall be required of the Executive Committee members to initiate the change.
- 3) The Executive Committee shall notify each member association of the change, in writing, within forty-five (45) days of the change.
- 4) All recommendations not falling within these definitions, or for reasons found in Conformance with USA Hockey Playing Rules and Regulations shall the Rule Change Procedure.

RULE 11.2 – Rule Interpretation

A) League Rules Interpreter: All rule interpretations, unless otherwise specifically stated in these rules, will be forwarded to the League Rules Interpreter. Any individual member from a PIHL Association may at any

time request a rule interpretation. Only rule interpretations made by the League Rule Interpreter shall be considered official interpretations of these rules.

- B) Absence of Rules Interpreter:** The League Rule Interpreter shall advise the Commissioner of any extended absence. The Commissioner shall assign immediately an Alternate Rule Interpreter, who shall serve in place of the Rule Interpreter until he/she returns and advises the Commissioner that he/she is ready to resume the duties of Rule Interpreter.

RULE 11.3 – Appeals Process

- A) Process of Appeal:** Any ~~current, active individual~~ member and/or association ~~in good standing~~ may appeal any decision of the League Rule Interpreter as follows:

- 1) The notice of appeal shall be in writing; reference the decision under review, and state the relief requested.
- 2) The appeal shall be filed within fourteen (14) days of the written ruling being appealed, unless a specific time is otherwise set forth within these playing rules.
- 3) ~~Ancillary Parties~~ The active member or association appealing shall include a check, as a deposit with the appeal, made payable to the Pennsylvania Interscholastic Hockey League in the amount of ~~\$100 \$300. Primary Parties shall require no deposit.~~
- 4) Within seven (7) days of receipt of said written notification, the League Commissioner shall contact the League President and request a hearing before the President's Commission.
- 5) The hearing shall be held within thirty (30) days, unless juror availability creates the need for an extension, which shall not exceed fourteen (14) additional days. This timeframe shall begin upon receiving both the written request for an appeal and the required check.
- 6) ~~In the event there is a ruling by the Rules Interpreter which also includes an investigation of athletic intent, all matters will be referred to the Executive Committee for a hearing and decision.~~

- B) President's Commission:** The President's Commission shall be chaired by the League President or his/her designee. The Hearing Panel shall consist of three members selected by the chair from a twelve-member President's Commission Pool.

- 1) Members of the President's Commission Pool shall be nominated by the League President.

- 2) The Hearing Panel Chair shall be appointed by the President or his/her designee at the time the Panel is selected.
- C) **Hearing Requirements:** The following applies to all President's Commission Panel Hearings:
- 1) Any team requesting a President's Commission hearing shall be responsible for all costs and expenses. In addition to any applicable hearing charges set out in the Process of Appeals, hearing costs shall include the fees and expenses set by the Executive Committee, as outlined in the PIHL Administrative Policies and Procedures, with a cap of \$200.
 - 2) The League President shall give all concerned parties at least a seven-day notice of a President's Commission Panel Hearing. Notice of the meeting may be accomplished in writing, by e-mail and/or by telephone.
- D) **Appeals Hearing:** The President's Commission Panel hearings shall be conducted in accordance with the President's Commission Hearing Procedures as set forth in the PIHL Administrative Policies and Procedures.
- 1) The League Rule Interpreter may participate in the hearing but shall not have a vote.
 - 2) The decision of the President's Commission may be rendered at the conclusion of the hearing or may be deferred. The decision shall be reduced to writing and forwarded to the parties involved and the League Commissioner.
 - 3) Unless waived by the individual and/or association requesting the appeal, the President's Commission Panel shall issue its decision not more than seven (7) days from the date the hearing is held; otherwise the relief requested by the individual and/or association in its written notice of appeal shall be granted. If a final decision was rendered at the conclusion of the hearing, this shall be considered to have met this requirement.
 - 4) The President's Commission Panel hearing the appeal shall determine after the hearing whether all, a portion or none of the deposit will be returned.
 - 5) The President's Commission Panel, upon hearing all of the evidence, shall only determine if the rule(s) in question was interpreted correctly.

~~E) **Arbitration:** Any individual member and/or association party to the proceedings before the President's Commission Panel may seek further review of the decision of the Presidents Commission by requesting, within fourteen (14) days of the date of the written decision, that the claim or controversy be settled by arbitration administered by the American~~

Arbitration Association under its Commercial Arbitration Rules.

- ~~1) The award of the arbitrator(s) shall be final and binding on all parties and judgment on the award rendered by the arbitrator(s) may be entered in any court having jurisdiction thereof.~~

APPENDIX 1

GLOSSARY

Altercation – Any physical interaction between two or more opposing players resulting in a penalty or penalties being assessed. An altercation will generally occur at a stoppage of play (not within the normal process of playing the puck) and includes the gathering of two or more opposing players and requires action to be taken by the on-ice officials to separate players.

Ancillary Party – An auxiliary or secondary party not directly involved with the interpretation.

Association – The local organization responsible for the forming and daily operation of one or more teams representing a specific school or in Division II only, multiple schools.

Bench Minor Penalty – In accordance with USA Hockey rules, except during a running clock situation when the individual shall be ruled off for a period of three minutes.

Class – Defines Varsity teams by either their PIAA male enrollment number in Class A, AA or AAA; or in the Division II Class (co-op teams,) not to be confused with Level. *NOTE: Does not apply to Junior Varsity or Middle School/Bantam teams.*

Coach – A coach is a person primarily responsible for directing and guiding the play of the team. The individual listed on the official score sheet as the acting head coach for that team during play of that game. In the event the individual listed as the coach departs the players bench for any reason, this title is passed to the individual listed next as a coach on the official score sheet for that team during that game. See “*Team Official*” definition also.

Game – This refers to ice hockey games scheduled by the league (PIHL) and found on the league schedule or official adjustments to that league schedule and to all play off/post-season games. Games do not include all-star games or any form of scrimmage games.

Game Coordinator – The person appointed by the Commissioner’s office to be responsible for game operations other than those covered by the on-ice officials. This position should not be confused with a Board of Governors

representative as described in the PIHL Administrative Policies and Procedures.

Game Misconduct Penalty – In accordance with USA Hockey rules with any additional discipline, as outlined under Suspensions of these playing rules, for game misconduct penalties issued in any league game.

Head Coach – Individual listed as head coach on the League Team Registration Form. For score sheet purposes only, the head coach is the coach acting as the head coach for that game.

HECC – The Hockey Equipment Certification Council

Ineligible player – An individual who is in violation of any part of Player Eligibility or Transfer Eligibility of these league playing rules.

League – The Pennsylvania Interscholastic Hockey League (PIHL)

League Executive Committee – (same as Executive Board) the governing body of the league as defined by the current Pennsylvania Interscholastic Hockey League by-laws.

League Game – See “Game” and/or “Post-Season Game”.

Level – Defines teams as Varsity, Junior Varsity, or Middle School/Bantam.

Major Penalty – In accordance with USA Hockey, except during a running clock situation when the individual shall be ruled off for a period of seven minutes.

Minor Penalty – In accordance with USA Hockey, except during a running clock situation when the individual shall be ruled off for a period of three minutes.

Misconduct Penalty – In accordance with USA Hockey, except during a running clock situation when the individual shall be ruled off for a period of twelve minutes.

Off-Ice (Minor) Officials – Officials appointed to assist in the game operations, including the Game Coordinators, Official Scorekeeper, Game Timekeeper, and Penalty Box Operators.

Participates – Appearance of a player’s name (skaters and goalkeepers) on the official game score sheets along with the player being dressed, ready to play and on the players’ bench shall establish participation in the game.

Permanently Rostered – An individual’s name appears on the submitted league roster for that team, or a Roster Adjustment Form has been submitted for the movement of the individual.

PIHL – Acronym for the Pennsylvania Interscholastic Hockey League. Also referred to in these rules as “the League”.

Post-Season Game – This refers to ice hockey games scheduled by the League, between league teams, to be played after the completion of the final regular season league game. This does not include all-star games, tournaments scheduled by anyone other than the PIHL, or any form of scrimmage games.

Probation – A form of discipline whereby the individual member, team and/or association receiving the probation will be given conditions to abide by, and monitored to ensure compliance with, for a period to be set by the proper authority, usually for one year. If these conditions are violated, more serious discipline may be given for the original offense.

Proper Authorities (Proper Disciplinary Authority) -

- 1) The Pennsylvania Interscholastic Hockey League retains this authority for all games as defined above.
- 2) In USA Hockey Tournaments, the body shall be the Discipline Committee of the Tournament.
- 3) For Scrimmage and exhibition games, the body shall be the organization that registered the team with USA Hockey. (Within the PIHL, this would be the association).

Proper Authority (Administrative Appointment) – An individual, assigned by the League Executive Committee, to a specific responsibility and/or duty.

Pure – Refers to Varsity, Junior Varsity and Middle School/Bantam teams with players that are all residents of one school district.

Running Clock – When goal differential becomes greater than seven goals. Penalty minutes issued while a running clock is in effect are increased.

Shall – Indicates that an action is mandatory.

Should – Indicates that it is recommended that an action be accomplished, but not mandatory.

Suspension – Discipline in which the offender is not authorized to participate in

league games for the indicated amount of games. USAH suspension shall be served in accordance with their playing rules.

Team Official:

- 1) ***USA Hockey*** – defined as coaches only, see current USA Hockey Playing Rules for complete definition.
- 2) ***PIHL*** – A person responsible in any degree for the operation of a team, such as a Team/Association Executive Officer, Coach, Manager, Trainer, or Association Representative.

Unauthorized player – Participant in a game while that individual is in violation of any of these league playing rules, except Player Eligibility and Transfer Eligibility. See definition for ineligible player.